

Kerbal Space Program - Bug #17671

EditorLogic.fetch.Lock not locking mouse clicks when Action Groups panel is displayed

02/28/2018 04:43 PM - linuxgurugamer

Status:	Confirmed	Start date:	02/28/2018
Severity:	High	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Subject says it all. Clicks fall through windows even when it's locked to the parts below

History

#1 - 04/06/2018 10:12 AM - jclovis3

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I have to concur and this bug was provided some support ideas with Feedback [#17286](#).

When clicking the trash can icon to clear messages, the clicks fall through to the icons of vessels and other objects opening their click menus at the same time. For instance, the menu to warp to a point or set a maneuver pops up if the click falls through to a conic. Set as target option pops up if the click falls through to a vessel. When clicking on filter icons at the top of map view, these clicks also fall through. There needs to be a way to process the click at the GUI object on top without passing it along to the others. [#17286](#) was originally reported as a bug, and I think that and this one combined make a good point that this issue should be treated as a bug. Microsoft wouldn't let a click fall through from one child window to the parent application, so why should that be the case with any child window within the game?